AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for training user's foreign language speaking and listening abilities by randomly providing question and answer sentences used in helping foreign language learning, including:

a conversational foreign language speaking and listening ability training system, which monitors the whole process; and

a UOI (User Operating Interface), which helps to accomplish the foreign language speaking and listening ability training;

wherein the conversational foreign language speaking and listening ability training system comprises:

a sentence pattern database, which stores at least one sentence pattern sample datum;

a random generator, which generates a random number;

a question-generating module, which generates a question signal by obtaining the sentence pattern sample datum from the sentence pattern database according to ~~a number generated by a~~the random number ~~generator~~ and sends ~~it~~ the question signal to the user; and

a sentence-making language-learning module, which generates a sentence-making signal when the question signal is received and determines whether ~~the message~~ a result ~~input~~

inputted by the user is correct, the sentence-making language-learning module; ~~and~~ comprising:

a buffer, which stores an answer corresponding to the question signal;

an adder, which receives messages inputted by the user, stores the messages into the result based on a FCFS (First Come First Served) principle, reconstructs the messages into the result based on the FCFS principle, and compares the result with the answer.

~~a sentence pattern database, which stores at least one sentence pattern sample datum for the question generating module and the sentence making language learning module to use.~~

2. (Original) The system of claim 1, wherein the random number generator provides a random number list for storing a random number series.

3-6. (Cancelled)

7. (Original) The system of claim 1, wherein the sentence pattern database provides a sentence pattern data list for storing the sentence pattern sample data and the sentence pattern data list includes at least:

a sentence pattern code, which is a serial number of the sentence pattern sample data and corresponds to a random number;

an answer sentence text, which is an answer presented in text;

a question sentence text, which is a question presented in text;

an answer sentence speech model, which is an answer sentence presented in speech; and

a question sentence speech model, which is a question sentence presented in speech.

8. (Original) The system of claim 1, wherein the UOI uses a basic I/O (Input/Output) device to perform I/O and the basic I/O device is selected from a grouping consisting of a keyboard, a mouse, a digital touch-control panel, and a speech playing system.

9. (Original) The system of claim 1, wherein the conversational foreign language speaking and listening ability training system is used on a computer executable hardware platform selected from the group consisting of a PC (Personal Computer), an NB (Notebook), or a PDA (Personal Digital Assistant).

10. (Currently Amended) A method for training user's foreign language speaking and listening abilities by randomly providing question and answer sentences used in helping foreign language learning, utilizing

a conversational foreign language speaking and listening ability training system to monitor the whole process and a UOI (User Operating Interface) to accomplish the foreign language speaking and listening ability training; the method comprising the steps of:

establishing at least one sentence pattern sample in a sentence pattern database;

~~using a question-generating module to output a question sentence;~~

~~using a sentence-making language-learning module to perform a sentence-making job; and~~

~~waiting a user to complete the sentence-making job.~~

using a random number generator to generate a random number;

obtaining the sentence pattern sample datum from the sentence pattern database according to the random number;

formatting the sentence pattern sample datum and outputting the sentence pattern sample datum to the sentence-making language-learning module;

asking the user through a question sentence speech model and a question sentence text;

using the sentence-making language-learning module to obtain an answer sentence text and an answer sentence speech model from the sentence pattern database as comparison sample;

dividing the answer sentence text into individual words, shuffling the words, and outputting the shuffled words to the user;

receiving an message inputted by the user;

storing the message in an adder according to a FCFS (First Come First Served) principle; and

after receiving all of the messages inputted by the user, reconstructing all of the messages stored in the adder into a result based on the FCFS principle and comparing the result with the comparison sample.

11. (Cancelled)

12. (Currently Amended) The method of ~~claim 11~~claim 10, wherein the sentence pattern sample datum comprises:

a sentence pattern code, which is a serial number of the sentence pattern sample data and corresponds to a random number;

an answer sentence text, which is an answer presented in text;

a question sentence text, which is a question presented in text;

an answer sentence speech model, which is an answer sentence presented in speech; and

a question sentence speech model, which is a question sentence presented in speech.

13. (Currently Amended) The method of ~~claim 11~~claim 10, wherein the random number generator is provided by ~~the~~ a question-generating module.

14-15. (Cancelled)

16. (Original) The method of claim 10, wherein the UOI uses a basic I/O (Input/Output) device to perform I/O and the basic I/O device is selected from a grouping consisting of a keyboard, a mouse, a digital touch-control panel, and a speech playing system.